



MILATARI NEWSLETTER

Volume 2 Number 6

May 1983

Price \$1.00

** NEXT MEETING **

SATURDAY, MAY 21st - Open at 2PM

ARMBRUSTER SCHOOL - GREENDALE

A TALE OF LONG AGO BUT NOT SO FAR AWAY

Stay tuned for the thrilling adventures of (ta-ta-da-daaaa) NORAN of the BUSHES. A wizard of great power and fame who has but one goal. To save the videoites from the clutches of King ATA-REE and his genie VE-CESS who have ruled the land of Vidgames for lo these many years.

When last heard from, our hero was in the far away land of Pizza bidding his time by serving Prince Charles of Cheese. But Noran grew restless and bored as the end of his exile drew near. He began to regale the peoples with tales of his exploits and powers. He hoped to cause King ATA-REE worry, but the king did not listen (for he was good at that). Noran's speeches grew louder and more threatening. CEASE! Cried the king. You have broken the holy vows and treaties, and for this you shall be punished. So ATA-REE called upon the keeper of the moat to loose the mighty dragon, LOY-ERRS, on Noran. This should keep him busy whilst we conjure a most powerful genie to beat Noran at his own game, thought the king. After all did not the kings wizards summon the genie XL? Was it not wonderous and powerful? So what if people laughed and said it was a little short and did not understand everything said to it without rephrasing. But it was as powerful as the 800 year old spirit that Noran had helped to create.

When Noran heard of the kings plan he laughed. "HA! I fear no dragon. Least of all a toothless one such as this. For I am clean and cannot be harmed by mere words." (But knights in shining armor do fear rust) The mighty wizard then sent a message to the Videoites saying, "Fear not. For I shall return in the fall. And the Earth shall tremble and the winds will blow the doors from the castles of ATA-REE and his cousin KO-LEED. For this the people will rejoice and throw green stuffs and gold at my feet. Then shall I establish a new kingdom of Videowonders. And the people will be pleased and contented once more."

Thus ends another chapter in the saga of NORAN of the BUSHES as he travels the sunny lands of Vale.

MILATARI * * * MAY 1983

Milwaukee Area ATARI Users Group

This newsletter is written and printed by members of the Milwaukee Area ATARI Users Group (MILATARI), an association of individuals with a common interest in using and programming ATARI computers. MILATARI is not affiliated with the ATARI company, nor any other commercial organizations.

All articles are written and donated by the membership. Opinions expressed in this publication are those of the individual author and do not necessarily represent, nor reflect, the opinions of MILATARI nor those of any other commercial or non-commercial organizations. Any article appearing in this newsletter may be reproduced, providing credit is given to the author and to MILATARI.

Write MILATARI Newsletter at P.O. Box 1191, Waukesha, WI 53187.

MEMBERSHIP INFORMATION

Membership is open to individuals and families who are interested in using and programming ATARI computers. The membership includes the subscription to this newsletter and access to the user's library. The membership fee is \$15 per year for individual, \$20 for family and \$10 for associate. Contact Larry Leskovsek, Treas. at 547-0249 or write MILATARI, P.O. Box 1191, Waukesha, WI 53187 for more information.

MEETING INFORMATION

MILATARI meetings are held once monthly. This month the meeting will be held at the Armbruster School, 7000 Greenway, Greendale, WI. The meeting is held in the multi-purpose room. BASIC classes begin at 2:00 P.M. Technical sessions are also held a 2:00 P.M. The business session begins at 3:00 P.M. followed by demonstrations. The library will be open before and after the business meeting.

MILATARI Officers:

President	Gary Nolan 353-9716
Vice-president	Chris Stieber 529-2663
Treasurer	Larry Leskovsek 547-0249
Secretary	Jim Comaris 353-3447
Cassette Librarian	Ron Friedel 354-1717
Disk Librarian	Steve Booth 367-8739
Publications Librarian	Karl Buschhaus 774-2576
Newsletter Editor	David Frazer 542-7242
Bulletin Board SYSOP	Bill Simotti 352-1790

Technical support Group:

The following members have indicated a willingness to assist MILATARI members.

William Lawrence	1-968-3082 Programming
Don Wilcox	228-1650 Programming
Erik Hanson	252-3146 Prog/Tech
Gary Nolan	353-9716 Prog/Tech
David Frazer	542-7242 Prog/Tech
Steve Booth	367-8739 Programming
Nick Liberski	786-8434 Prog/Tech

MILATARI Bullentin Board:

The MILATARI Users Group maintains a 24 hr bulletin board service. The phone number is 352-2772.

EVERYBODY WANTS TO GET INTA DA ACT

by Gary Nolan

(Or, don't stand in the doorway 'cause you just might get trampled!)

There's a big rush to climb on the computer bandwagon. Not only can you buy computers in toy stores and drug stores, but you can get software at some supermarkets. ABC TV just bought Small Systems Services Inc. Thems the guys what publish COMPUTE! magazine. CBS owns K-BYTE and is changing the name to CBS Software (catchy name). Readers Digest owns the SOURCE.

Now the phone companies are getting into the sales and rental of computers. Century Telephone of Wisc., in La Crosse, has been selling APPLE and ATARI computers for a year and is trying to add the IBM PC. They are ready to expand to 100 cities in fourteen states soon.

AT&T is also getting into it with some of its new subsidiaries. American Bell is planning to come out with it's own version of computer phones (Ataritel) soon. The Phone Center stores may get into software as well as hardware. Some 22 ex-Bell stores could be offering non-AT&T products such as Ataritel and Tandy items.

Speaking of computer rentals. General Electric is renting IBM, Apple, Hewlet-Packard and Kay-Pro computers to the business market. They also supply customized software for these and Radio Shack computers in its teleprocessing network.

While we're on the subject of phones, here is what's said to be a price breakdown on the Ataritel (Falcon) products. The base unit should be priced at \$150. This is a display unit, keyboard and phone. The second level with "environmental" sensing is \$200. The third, capable of downloading software, \$250. Fourth, with built-in cable converter and auxiliary video disk, \$350. And top of the line capable of home banking, \$450. These prices are not hard and fast, or even official, but should give you some idea of whats coming.

The ULTIMATE Game?

Several companies are developing videodisk interacting games. One company is Laser Disk Computer Systems who demoed their arcade version of a computer controlled videodisk game unit. This unit uses two disks in tandem with one showing current action, while the other leaps ahead. By the time the player chooses his next move, each disk is ready to show the sequences that each move requires. Thus giving a seamless flow to the action. While others are working on similar type units, the Laser Disk system seems to be the best for now. These games could began to show up around the middle of summer. Before you get your hopes up the base unit should sell for around \$4000. The game disk(s) would be \$1000 or so each. If these catch on we could see home versions in a year or two. At those prices I can wait.

One of the "other" firms working on this type of set-up is Sente Technology Inc., a subsidiary of Pizza Time Theatre Inc. Guess who the chairman of PTT is? Our old friend Nolan Bushnell, who picks some interesting names for his companies. Atari and Sente come from the game GO. The word Atari in GO is roughly the same as check in chess. Sente is equivalent to check-mate. Which is what he hopes to do to game industry. And this leads us to our next topic for discussion.

SUE CITY SUE!

(or, Where the heck did all these lawyers come from?)

Now, let me get this straight! First Atari sued Activision. Then the people who wrote Jawbreaker. Then anybody who did games with catapillars and mushrooms. Then Commodore for copying those gosh awful joysticks. Then my aunt Helen, your uncle Max and the entire state of Idaho. In return they have been sued by Astrocade for copying their graphics display method,

along with others. Add to the list the following. Atari has sued Nolan Bushnell for violating his non-competitive agreement because of the afore mentioned video disk game system development by Sente Technology. Mr. Bushnell isn't concerned about what he considers a nuisance suit. What! Atari worried? Not them, after all they're the giant of the game business. What can one person do to them? ???!

Anyway, on the other side of the page. Mattel has filed suit against our boys in Sunnyvale, charging them with trying to develop cartridges for their game units by obtaining trade secrets from three former employees now working for Atari. Mattel says that Atari lured (GASP!) the three away in order to develop carts for the Intellivision game for the 1983 Christmas season. (Atari claims that they were just doing their shopping early and the three followed them home.) Mattel is asking for \$40 million in damages to start. I wonder if this is the same "technology" that Mattel is paying North American Phillips for, after they were found guilty of infringing on video game patents held by Magnavox. Shame-Shame. They must feel that in order to make compatible carts for their system someone would HAVE to do something illegal. Let me think, who makes the M Network carts for the 2600 game?

SAY WHAT??(Rumors)

(OR, It seems to me I've heard this song before)

The latest crop of rumors (with two versions) has Atari bringing out three new computers.

Ver.#1 introduces the 600XL, 800XL and the 1250/1251. The 600 is of course the long awaited replacement for the 400. It sports a REAL keyboard, 48K RAM (hardwired), monitor output and an improved operating system. The 800 will have a new motherboard with the 48K memory and new OS hardwired, "improved" keyboard and a lower "list" price. As for the 1250/1251 (whatever). It will be a improved 1200 with a lower price. One of the improvements should be in the area of software compatibility. Another that I would hope for is an external connection to the data buss to allow some kind of expansion. But then Atari doesn't seem interested in providing that type of flexibility for their machines. That might cut into the sales of some of their other planned products.

VER.#2 has the 600 & 1250 down pat. The new 800 doesn't count as a new model. (Don't ask why) So in this dream 'er version, the third computer is a top of the line model costing around \$1000, maybe a little more. It comes with a built in double density drive, 16 bit processor, very high resolution graphics, 80 X 24 screen display, Ect., Ect..... Now why does that sound familiar?

Take your pick. The nice thing about rumors is that nothing has to be proved. If I had my druthers, I'd take #2. If you want the more likely it's #1. But if I were forced to bet on it, I'd pass. WHY? Because, so far Atari's marketing messed up almost every thing it's touched. The Summer CES will show everyone whether they really want to play hardball or just stand around and wear the the uniform.

FYI

MILATARI member Dan Hughes took the time to write Atari about the shifting of production to the far east and the dismissal of 1700 workers. Atari's response was a very nice letter of their own in which they took the time to explain their reasons and to include copies of newspaper articles backing their action. On the face of it the move seems to be somewhat ill timed. But in big business you have to make some moves that are not always popular. According to the supporting articles Atari held off the inevitable as long as they could. But in the end, they did what they had to do. There will be copies of their reply at the meeting for your inspection.

Meeting Notes

At next months meeting we will have more disks, at \$19 a box and cassettes for sale. Cassettes are C-10 at \$.50 each.

We will be adding four books to the library. Another copy of the Tech Notes and Your Atari Computer go in. Two new books will be added. The first is Basic Exercises for the Atari from SYBEX Inc. This book covers exercises in geometry, using integers, data processing, statistics, games, mathematical computations, flow charting and more. The second one is called Machine Language For Beginners and comes from COMPUTE! Books. As always there are lots of examples. There are programs for Atari, Com.64, Apple, Pet and VIC. A good one for those of us who would like to learn machine language programming.

This will be your last chance to sign up for the half price special for The Computer Shopper newspaper. One year subscription is Five dollars.

Anyone have an interesting program or piece of hardware to demo at the meetings call Chris Steiber.

HELP

Some of our members are looking for help. One is trying to control some other equipment using his 800. What he needs is help in programing the joystick ports to do this. I'm sure I've seen an article on this but can't remember where. If you have or know where to find this information give me a call and I'll pass it along. Another needs a program that will create charts and then allow you to dump them to a printer.

An idea whose time has come.

I've been getting a lot of calls about printers lately. In a flash of intuitive brilliance I came up with this idea for the June meeting. A giant printer demo. We would have one of each model of printers that our members have on display for those who are thinking of buying one soon. If interested let me know at the May meeting.

THE END

Need I say more? See you on the 21st.....

ATARI 1095 - New Product Review

by Dave Wilcox - Keeping PACE - April 1983

This portable computer made in Japan will be available for ATARI in late summer 1983. About the size of an 810 disc drive, with a weight of 5 pounds, it will contain 48K of memory. The keyboard will have 65 keys that has both typewriter layout and 10-key data pad. There are 20 programmable key functions and 18 user-definable keys.

A 5-inch pop up screen that displays 6 lines of text, a cash register type printer that prints four color graphics, green, red, blue and black. It also prints upper and lower case alpha-numeric print-outs in 10 character sizes and prints 256 x 4096 graphics with replaceable ballpoint pens. It also adds 30 commands and statements to Atari Basic to make plotting easy.

Also contained in this remarkable package is a microcassette tape drive. In December of 1983, a double disc drive will be available to run and store programs. Running at 720 RPM's, it will have double the capacity of the 810 disc drive. It will be detachable and fully compatible with other Atari computers.

The price of the 1095 computer system will be about \$650.00.

DATA FILE PROCESSING

Storing data on the ATARI 410 (tm) Program Recorder and the ATARI 810(tm) Disk Drive

**** Cassette tutorials appeared in the March issue.**

- 1) Storing Data on Cassette
- 2) A Simple Data File on Cassette
- 3) An Example of Cassette I/O

**** Disk tutorials appeared in the April issue.**

- 4) Storing Data on Disk
- 5) Example of Disk I/O: Disk Mailing List

**** Random access tutorial**

- 6) Random Access

Information provided by:

ATARI INC.
CONSUMER PRODUCT SERVICE
PRODUCT SUPPORT GROUP

DEMOPAC #2 (con't from March and April issue)

RANDOM ACCESS with DOS 2.05
WB 10/82

A. CONCEPT

There are two methods of accessing a data file stored on the 810 Disk Drive. *Sequential access* is characterized by DIRECT access to the data file, and is accomplished by searching through a data file from beginning to end, looking for a desired record. *Random access* is characterized by INDIRECT access to the data file by way of an index file, looking for a key which points to the desired records location in the data file. Simply put, random access is the ability to read a particular record in a file without having to first read every previous record in the file.

B. ADVANTAGES

1. Speed: Because an index file is much smaller than the data file, and usually resides in RAM, rather than on the storage device, the time to locate a record using random access is a mere fraction of sequential access time.

C. DISADVANTAGES

1. Programming techniques are more difficult.
2. Disk storage space may be required for the index file.
3. Using the DOS COPY command requires that the index file be rebuilt.

D. METHODS

Random access is achieved by creating an INDEX for a data file. An index entry consists of a key and pointer for each record in the data file. Entries are kept in ascending order of the key's ATASCII value. The key is some small part of the whole record such as LAST NAME or ACCOUNT NUMBER. The pointer is the actual storage location on the disk (sector and byte number) of the record.

1. Index file created and maintained in the application program:

At the beginning of the program, build the index file by reading each record in the file and saving the key and pointer in a program variable. The disadvantage is the time (up to several minutes) required to read through the file and create the index.

2. Index file maintained on the disk:

Store the index file as a unique file on the disk which can be read into any program that needs to randomly access the data file. The advantage is that only an insignificant delay is required at the beginning of the program to load the index file. The disadvantage is the requirement for more complicated programming to update the index file whenever the data file is updated.

E. ATARI 8K BASIC

Random access capability is provided in the ATARI 8K BASIC programming language with the NOTE and POINT commands. The NOTE command identifies the location on the disk (sector and byte number) where the next I/O operation will occur. The POINT command is used to position the pointer to a desired location on the disk where the next I/O operation should occur.

The following rules should be observed when programming random applications in ATARI 8K BASIC.

1. The data file must be OPEN in mode 12 (OPEN #1,12,0,"D:filename").
2. Additional data cannot be appended to the end of a file opened in mode 12.
3. You can only do random access (POINT) to a sector that is allocated to the file.

F. ATARI MICROSOFT BASIC

Random access capability is provided in the ATARI Microsoft BASIC programming language with the NOTE and AT commands. The NOTE command in Microsoft is exactly the same as in 8K BASIC. The AT (sector,byte) command can be added to either an INPUT or PRINT command, to cause the I/O operation to occur at a desired location on the disk.

The following rules should be observed when programming random access applications in ATARI Microsoft BASIC.

1. The data file must be opened in UPDATE mode (OPEN #1,"D:filename",UPDATE).
2. Additional data cannot be appended to the end of a file opened in UPDATE mode.

3. You can only do random access (AT) to a sector that is allocated to the file.

G. EXAMPLE PROGRAMS

The programs which follow provide simple examples of random access to a data file in either ATARI 8K BASIC or ATARI Microsoft BASIC. The first program is used to create records in the data file named D1:TESTDATA. Each record consists of first name, last name and phone number. The first two bytes of the file are used to store the number of records in the file in lobyte/hibyte format. The second program provides random access inquiry into the data file. The program variable used for the index file is INDEX\$. The key field is the last name. The program searches sequentially through the index looking for a match to the desired last name, and then points to the actual data record.

This is not the ultimate random access method, but it does provide substantial speed improvements over sequential access directly to the data file. The inquiry program could be improved by sorting INDEX\$ and using binary search techniques to locate a desired key.

```

10 REM ** RANDOM 1 **
20 REM This program adds records to the file D1:TESTDATA
21 REM Each record has the fields FIRST NAME, LAST NAME, PHONE #
22 REM The first 2 bytes in the file contain the # of records in
23 REM the file in the format lobyte, hobyte.
100 REM ** SETUP **
110 GRAPHICS 0:POKE 82,0
120 DIM FILE$(20),FIELD1$(20),FIELD2$(30),FIELD3$(12)
130 FILE$="D1:TESTDATA"
140 RECS=0
200 REM ** OPEN FILE **
210 TRAP 230
220 CLOSE #1:OPEN #1,4,0,FILE$:TRAP 40000
221 GET #1,LO:GET #1,HI:RECS=LO+HI*256
222 CLOSE #1:OPEN #1,9,0,FILE$
223 GOTO 300
230 CLOSE #1:OPEN #1,8,0,FILE$
231 PUT #1,0:PUT #1,0:REM 0 RECORDS
300 REM ** ADD RECORDS **
310 ? CHR$(125);"PRESS SELECT TO END THE PROGRAM..."
320 ? "PRESS START TO ADD ANOTHER RECORD..."
330 IF PEEK(53279)=5 THEN 400
331 IF PEEK(53279)<>6 THEN 330
340 ? CHR$(125);"FIRST NAME...";:INPUT FIELD1$
341 ? " LAST NAME...";:INPUT FIELD2$
342 ? " PHONE #...";:INPUT FIELD3$
350 ? #1;FIELD1$
351 ? #1;FIELD2$
352 ? #1;FIELD3$
353 RECS=RECS+1
360 GOTO 300
400 REM ** END **
410 CLOSE #1
420 HI=INT(RECS/256):LO=RECS-HI*256
430 OPEN #1,12,0,FILE$
431 PUT #1,LO:PUT #1,HI

```



```

432 CLOSE #1
440 ? CHR$(125); "END OF PROGRAM"
450 END

10 REM ** RANDOM 2 **
20 REM This program creates an index file in RAM (INDEX$)
21 REM and allows random access to records by last name
100 REM ** SETUP **
110 GRAPHICS 0:POKE 82,0
120 DIM FILE$(20),FIELD1$(20),FIELD2$(30),FIELD3$(12)
130 FILE$="D1:TESTDATA"
200 REM ** OPEN FILE **
220 CLOSE #1:OPEN #1,12,0,FILE$
230 GET #1,LO:GET #1,HI:RECS=LO+HI*256
240 IF RECS=0 THEN ? "NO RECORDS IN THE FILE!":GOTO 900
250 ? "STANDBY WHILE THE INDEX IS BUILT..."
300 REM ** BUILD INDEX **
310 DIM INDEX$(RECS*33):REM 30 FOR LAST NAME + 2 FOR SECTOR + 1 FOR BYTE
311 DIM PAD$(33):PAD$="":REM used to blank
fill
312 DIM DUM$(33):REM DUMMY VARIABLE
320 FOR I=1 TO RECS
330 NOTE #1,SECTOR,BYTE
331 INPUT #1,FIELD1$,FIELD2$,FIELD3$
332 HI=INT(SECTOR/256):LO=SECTOR-HI*256
340 DUM$=FIELD2$:DUM$(LEN(DUM$)+1)=PAD$
341 DUM$(31)=CHR$(LO):DUM$(32)=CHR$(HI):DUM$(33)=CHR$(BYTE)
350 INDEX$(LEN(INDEX$)+1)=DUM$
351 NEXT I
400 REM ** INDEX SEARCH **
410 ? CHR$(125); "ENTER LAST NAME OR 'END'...":INPUT DUM$:IF DUM$="END"
THEN 900
411 DUM$(LEN(DUM$)+1)=PAD$:FIELD2$=DUM$
420 FOR I=1 TO RECS
421 IF INDEX$(I*33-32,I*33-3)=FIELD2$ THEN 500
422 NEXT I
430 ? "MATCH NOT FOUND!":FOR I=1 TO 250:NEXT I:GOTO 400
500 REM ** RANDOM ACCESS TO RECORD **
510 POP
520 LO=ASC(INDEX$(I*33-2)):HI=ASC(INDEX$(I*33-1)):BYTE=ASC(INDEX$(I*33))
521 SECTOR=LO+HI*256
530 POINT #1,SECTOR,BYTE
531 INPUT #1,FIELD1$,FIELD2$,FIELD3$
532 ? "FIRST NAME:":FIELD1$
533 ? "LAST NAME:":FIELD2$
534 ? "PHONE #:":FIELD3$
540 ? :? "PRESS START WHEN DONE..."
541 IF PEEK(53279)=6 THEN 400
542 GOTO 541
900 REM ** END **
910 CLOSE #1
920 ? CHR$(125); "END OF PROGRAM."
930 END

```


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```

10 REM ** RANDOM 1.MSB **
20 REM This program adds records to the file D1:TESTDATA
21 REM Each record has the fields FIRST NAME, LAST NAME, PHONE #
22 REM The first 2 bytes in the file contain the # of records in
23 REM the file in the format lobyte, hbyte.
100 REM ** SETUP **
110 GRAPHICS 0:POKE 82,0
140 RECS=0
200 REM ** OPEN FILE **
210 TRAP 230
220 CLOSE #1:OPEN #1,"D:TESTDATA" INPUT:ON ERROR 0
221 GET #1,LO:GET #1,HI:RECS=LO+HI*256
222 CLOSE #1:OPEN #1,"D:TESTDATA" APPEND
223 GOTO 300
230 CLOSE #1:OPEN #1,"D:TESTDATA" OUTPUT
231 PUT #1,0:PUT #1,0:REM 0 RECORDS
300 REM ** ADD RECORDS **
310 PRINT CHR$(125);"PRESS SELECT TO END THE PROGRAM..."
320 PRINT "PRESS START TO ADD ANOTHER RECORD..."
330 IF PEEK(53279)=5 THEN 400
331 IF PEEK(53279)<>6 THEN 330
340 PRINT CHR$(125);"FIRST NAME...";:INPUT FIELD1$
341 PRINT "  LAST NAME...";:INPUT FIELD2$
342 PRINT "    PHONE #...";:INPUT FIELD3$
350 PRINT #1;FIELD1$
351 PRINT #1;FIELD2$
352 PRINT #1;FIELD3$
353 RECS=RECS+1
360 GOTO 300
400 REM ** END **
410 CLOSE #1
420 HI=INT(RECS/256):LO=RECS-HI*256
430 OPEN #1,"D:TESTDATA" UPDATE
431 PUT #1,LO:PUT #1,HI
432 CLOSE #1
440 PRINT CHR$(125);"END OF PROGRAM"
450 END

```

```

10 REM ** RANDOM 2.MSB **
20 REM This program creates an index file in RAM (INDEX$)
21 REM and allows random access to records by last name
100 REM ** SETUP **
110 GRAPHICS 0:POKE 82,0
200 REM ** OPEN FILE **
220 CLOSE #1:OPEN #1,"D:TESTDATA" UPDATE
230 GET #1,LO:GET #1,HI:RECS=LO+HI*256
240 IF RECS=0 THEN ? "NO RECORDS IN THE FILE!":GOTO 900
250 PRINT "STANDBY WHILE THE INDEX IS BUILT..."
300 REM ** BUILD INDEX **
310 OPTION BASE 1:DIM INDEX$(RECS,3):REM KEY/SECTOR/BYTE
320 FOR I=1 TO RECS
330 NOTE #1,SECTOR,BYTE
331 INPUT #1,FIELD1$,FIELD2$,FIELD3$
340 INDEX$(I,1)=FIELD2$
341 INDEX$(I,2)=STR$(SECTOR)
342 INDEX$(I,3)=STR$(BYTE)
350 NEXT I

```



```

400 REM ** INDEX SEARCH **
410 PRINT CHR$(125)
411 INPUT "ENTER LAST NAME OR 'END'...";FIELD2$:IF FIELD2$="END" THEN 900
420 FOR I=1 TO RECS
421 IF INDEX$(I,1)=FIELD2$ THEN 500
422 NEXT I
430 PRINT "MATCH NOT FOUND!";PRINT :PRINT "PRESS START TO CONTINUE"
431 WAIT 53279,7,6
500 REM ** RANDOM ACCESS TO RECORD **
510 SECTOR=VAL(INDEX$(I,2)):BYTE=VAL(INDEX$(I,3))
530 INPUT #1,AT(SECTOR,BYTE) FIELD1$,FIELD2$,FIELD3$
532 PRINT "FIRST NAME:";FIELD1$
533 PRINT " LAST NAME:";FIELD2$
534 PRINT "   PHONE #:";FIELD3$
540 PRINT :PRINT "PRESS START WHEN DONE..."
541 WAIT 53279,7,6
542 GOTO 400
900 REM ** END **
910 CLOSE #1
920 PRINT CHR$(125);"END OF PROGRAM."
930 END

```

COMPUTER USERS FEDERATION of SOUTHEAST WISCONSIN

The order of business at the second organizational meeting of the user group council was to select an official name and to adopt an outline for the proposed quarterly newsletter.

The group selected the name *COMPUTER USERS FEDERATION of SOUTHEAST WISCONSIN* (CUF for short). This name was selected to represent purpose and geographic area to be covered.

The second main item of business was to accept a proposal made by Mark Rhyner to publish a quarter newsletter. Mark will serve as editor of the newsletter. An advertising firm will be employed to sell advertising and handle the printing and circulation. It is intended that the advertising sales will cover the cost of printing and distribution.

The focus of the newsletter is to provide a single source for area generic computer information by reaching the developing user's market. The newsletter will provide local club information including the purpose and goals of each club, meeting schedule and contact person. Schedule of area meetings, shows, classes and seminars will be listed. A local feature article section will announce special projects, hi-lite activities and present local computer personalities. A sounding board for local enthusiasts via columns by club members, question and answer column and a column by local club presidents.

The initial run will be eight pages and 4000 copies will be distributed to the club memberships, area libraries, high schools, universities & colleges, bookstores and computer outlets.

(con't on back page)

NEWS FROM DIXIE CORP.

In a surprise news conference, Warner Communication announced that its' personal computer manufacturer, ATARI, Inc, will now be called the DIXIE Corporation. Also announced during the news confrence was the release of its new single I/O port computer - the 384,000,000XL.

General Description: the 384,000,000XL's combination of revolutionary hardware, liberal update policy, conservative software, and a Marxist microprogram provides users with exciting and unusual operating conditions.

Hardware: a special 600 Coffee Delivery Subsystem, used in conjunction with WEBB's Software Support, caters to the programmers' needs. Available extentions are a Cigarette and Cigar Delivery Subsystem, and Ash Removal Subsystem, and an Iron Lung Subsystem.

The following new Opcodes are processed by the cpu, adding significant program power and flexibility:

HCF-Halt and Catch Fire
BMY-Branch MaYbe
BMYR-Branch MaYbe Register
MRZ-Make Random Zap
MLP-Make Lousy Program
RPM-Read Programmer's Mind
EXI-Execute Invalid Operation
EXU-Execute Ignorant User

New CIO Codes are supported by hardware and software by five categories:

* Screen Displays:
RWS-ReWind Screen
SDD-Seek and Distroy Data
ROS-Read OverScan
* Cassette tape:
RRT-Rewind and Rip Tape
STO-Strangle Tape Operator
PPR-Play Punk Rock

*Printers:
KP-Krunch Paper
DWB-Deposit in Waste Basket
PTP-Produce Toilet Paper

*Diskette drives:

SP-Staple and Punch new center hole
RG-Record Garbage
RF-Read Fingerprints

*Communications interface:

TTL-Tap Trunk Line
LAC-Lose All Communication
TC-Transmit Colors (but aviod red)
BCU-Burn out CpU
DFP-Distribute Files Randomly

Software: The software is excellent. You can spend your money on programs and never fulfill your needs. There are two extraordinary programming languages as well as three superfluous utilities. If you still have spare time, there are also games available.

There are several programming languages available:

BUNCH, which stands for Binary Unusable Nonsense Computer Hazard, is designed to damage running programs. Various features make the programs unreadable and provide for excellent security. There are powerful language constructs like BRANCH BY DEFAULT, HIDE FROM PROGRAMMER, WASTE STORAGE, LOOP INFINITELY, JUMP SOMEWHERE, and CLEAR ON MONDAY.

BABBAGE is based on language elements that were discovered after the design of ADA was completed. For instance, C.A.R. Hoare, in his 1980 ACM Turing award lecture, told of two ways to design software: "One way is to make it so simple that there are no deficiencies and the other way is to make it so complicated that there are no obvious deficiencies." The designers of BABBAGE have chosen a third alternative language that has only obvious deficiencies. BABBAGE programs are so unreadable that maintenance can begin before the system is complete. This guarantees a steady increase in the dp marketplace.

Structured languages banned GOTOs and multiway conditional branches by replacing them with the simpler If-Then-Else structure. BABBAGE has a number of new conditional statements that act like termites

MILATARI * * * MAY 1983

CUF Notes (con't)

Another item of interest was an offer to be allocated space at no charge during the annual Waukesha Ham Swap Fest on October 9th. The fest is held at the Waukesha Expo and the organizers have offered the use of the balcony areas and 3 rooms (30'x80').

There was a discussion on the possibility of having members of the area computer clubs donate their time, talents and equipment to act as time recorders at the finish line at the Al McGuire Run. It was suggested that trial recordingsessions be conducted at several smaller runs in the area to determine the feasibility of such a project.

The CUF committee will meet again on May 17th to continue discussion on these items.

* * * HAPPENINGS * * *

May 17th	CUF of SEW meeting	7:00PM	to be announced
May 21st	MILATARI meeting	2:00PM	Armbruster School
June 5-8	Consumer Electronic Schow	daily	Chicago - McCormick Pl

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